CLAIMS

What is claimed is:

1. A method comprising:

determining if a user is proximately located with respect to a device;

determining if there is activity on the device; and

as long as the user is proximately located, and there is no activity on the device, periodically simulating an activity on the device to prevent the device from transitioning into a resource saving state.

2. The method of claim 1 wherein said determining if the user is proximately located comprises monitoring an audio input device for audio input.

3. The method of claim 2, where said determining if the user is proximately located further comprises determining if the user's voice is present in said audio input.

4. The method of claim 3, where said determining if the user is proximately located further comprises comparing audio samples from said audio input to a voice reference sample of the user.

5. The method of claim 1, where said determining if there is activity on the device comprises receiving notification of activity from an operating system of the device.

6. The method of claim 5, where said determining if there is activity on the device further comprises requesting said operating system to provide said notification of activity.

7. The method of claim 1 wherein said period for simulating said activity has a period length shorter than a period of inactivity that will result in the device in entering said resource saving state.

8. The method of claim 1 wherein said simulating of activity comprises simulating one or more of a key press, a pointer device movement, and a network traffic event.

9. An apparatus comprising:

storage medium having stored therein a plurality of programming instructions designed to determine if a user is proximately located with respect to the apparatus, determine if there is activity on the apparatus, and simulate an activity to prevent the device from transitioning into a resource saving state if the user is proximately located and there is no activity on the apparatus; and

a processor coupled to the storage medium to execute the programming instructions.

10. The apparatus of claim 9, wherein said programming instructions are designed to perform said determining if the user is proximately located by monitoring an audio input device of the apparatus for audio input.

11. The apparatus of claim 10, where said programming instructions are designed to determine if the user's voice is present in said audio input, when performing said determining if the user is proximately located.

12. The apparatus of claim 11, where said programming instructions are designed to compare audio samples from said audio input to a voice reference sample of the user, when performing said determining if the user is proximately located.

13. The apparatus of claim 9, where said programming instructions are designed to receive notification of activity from an operating system of the apparatus, when performing said determining if there is activity on the apparatus.

14. The apparatus of claim 13, where said programming instructions are further designed to request said operating system to provide said notification of activity, when performing said determining if there is activity on the apparatus.

15. The apparatus of claim 9, wherein said period for simulating said activity has a period length shorter than a period of inactivity that will result in the apparatus in entering said resource saving state.

16. The apparatus of claim 9 wherein said programming instructions are designed to simulate one or more of a key press, a pointer device movement, and a network traffic event.

17. A method comprising:

receiving audio from an input device;

determining if the received audio matches an existing audio;

conditionally generate, upon determining that the received audio matches the existing audio, an activity.

18. The method of claim 17, wherein the generated activity comprises one of a simulated key press, a simulated mouse movement, and a simulated network traffic.

19. An apparatus comprising:

storage medium having stored therein a plurality of programming instructions designed to:

receive audio from an input device;

determine if the received audio matches an existing audio;

conditionally generate, upon determining that the received audio matches the existing audio, an activity; and;

a processor coupled to the storage medium to executed the programming instructions.

20. The apparatus of claim 19, wherein the generated activity comprises one or more of a simulated key press, a simulated mouse movement, and a simulated network traffic.

21. A method comprising:

setting a first timer with a first timer value;

receiving audio from an input device;

determining if the received audio matches an existing audio;

determining if the first timer has expired; and

generating, upon determining that the received audio matches the existing audio sample and upon determining that the first timer has expired, at least one activity.

22. The method of claim 19 wherein the generated activity comprises one or more of a simulated key press, a simulated mouse movement, and a simulated network traffic.

23. An apparatus comprising:

storage medium having stored therein a plurality of programming instructions designed to:

set a first timer with a first timer value,

receive audio from an input device,

determine if the received audio matches an existing audio,

determine if the first timer has expired, and

generating, upon determining that the received audio matches the existing audio sample and upon determining that the first timer has expired, at least one activity; and;

a processor coupled to the storage medium to executed the programming instructions.

24. The apparatus of claim 21, wherein the generated activity comprises one or more of a simulated key press, a simulated mouse movement, and a simulated network traffic.